IN THE CLAIMS:

Please amend claims 1-21 and add new claim 22 as follows:

1.   (currently amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method ~~steps~~ for implementing an object type-declaration syntax, comprising:

allowing a type declaration in a programming language to be embedded within an object identifier;

allowing the type declaration to be delimited from the object identifier using a joint attribute, the joint attribute used by an interpreter or a compiler of the programming language to separate the type declaration from the object identifier to determine an object type of an object being declared in the object identifier when the object identifier having the type declaration is read, the determining done without requiring additional referencing each time the object identifier having the type declaration is read; ~~and~~

allowing the object identifier with the embedded type declaration to be used throughout a life of a program as a syntax for referencing an object in the program; and

allowing the object identifier to further include at least an object identifier and a method identifier, the method identifier being a method associated with the determined object type.

2.   (previously presented) The program storage device of claim 1, wherein the allowing a type declaration includes allowing a type declaration in a programming language compiler to be embedded within an object identifier.

3.   (previously presented) The program storage device of claim 1, wherein the type declaration includes a database object type.

4.   (previously presented) The program storage device of claim 1, wherein the type declaration includes a SQL database object type.

5.   (previously presented) The program storage device of claim 1, wherein the type declaration includes a connection database object type.

6.   (previously presented) The program storage device of claim 1, wherein the type declaration includes a cursor database object type.

7.   (previously presented) The program storage device of claim 1, wherein the type declaration includes a universal resource locator object type.

8.   (previously presented) The program storage device of claim 1, wherein the type declaration includes an environment object type.

9.   (previously presented) The program storage device of claim 1, wherein the type declaration includes a hypertext markup language object type.

10.   (previously presented) The program storage device of claim 1, wherein the type declaration includes an extensible markup language object type.

11.   (previously presented) The program storage device of
claim 1, wherein the joint attribute is concatenated to the type
declaration.

12.   (canceled) The program storage device of claim 11,
wherein the object identifier ~~declaration~~ is concatenated to the
joint attribute.

13.   (previously presented) The program storage device of
claim 1, wherein the joint attribute is concatenated to the
object identifier.

14.   (previously presented) The program storage device of
claim 13, wherein the type declaration is concatenated to the
joint attribute.

15.   (previously presented) The object type-declaration
syntax as claimed in claim 1, wherein the object identifier
includes dynamically evaluated expressions.

16.   (currently amended) A method of declaring an object
type in a programming language, comprising:
     embedding an object type indicator with an object
identifier name, the object type indicator and the object
identifier name delineated by a predefined symbol, wherein a
machine uses the predefined symbol to separate the object type
indicator and the object identifier name to identify an object
type for the object identifier name and the object identifier
name having the object type indicator is used throughout a life
of a program as a syntax for referencing an object in the
program, the object identifier further including at least an

object identifier and a method identifier, the method identifier
being a method associated with the object type.

17.   (currently amended) A method of declaring an object
type in a programming language, comprising:
prepending an object type followed by a predefined symbol
to an object identifier string, the object type, the predefined
symbol, and the object identifier string forming a symbol name
to be carried throughout a life of a program as a syntax for
referencing an object in the program, wherein a machine
interpreting the symbol name in the program uses the predefined
symbol to delineate the object type from the object to determine
the object type, the object identifier further including at
least an object identifier and a method identifier, the method
identifier being a method associated with the object type.

18.   (original) The method of declaring an object type in a
programming language as claimed in claim 16, wherein the step of
embedding includes:
joining the object type indicator with the object
identifier name with a joint symbol.

19.   (canceled).

20.   (previously presented) The program storage device of
claim 1, wherein the type declaration allows a compiler or
interpreter of the programming language to operate on an object
declared in the type declaration without an explicit call to
construct the object.

21.   (previously presented) The program storage device of
claim 1, wherein the type declaration allows a compiler or
interpreter of the programming language to automatically

instantiate an object being declared in the type declaration
when the type declaration embedded with the object identifier is
first read by the programming language compiler or interpreter.

22.   (currently amended) A program storage device readable
by a machine, tangibly embodying a program of instructions
executable by the machine to perform a method of implementing a
program syntax for declaring an object type and using an object
in a program, comprising:

integrating an explicit object type definition within a
string of characters that define an object symbol name that is
used throughout a program for referencing an object, the object
type definition delineated by an additional predefined symbol in
the string of characters, the additional predefined symbol being
an explicit symbol separate from the explicit object type
definition, wherein a machine interpreting the object symbol
name throughout the program determines what type the object
symbol name is by recognizing the additional predefined symbol
in the string of characters and reading the explicit object type
definition in the string of characters, the string of characters
further including at least a method identifier, the method
identifier being a method associated with the object type.

23. (new) The program storage device of claim 22, wherein
the object type definition includes an automatic variable type,
the automatic variable type being a general type initially and
as one or more values are assigned to the object symbol name,
the automatic variable type being assigned a type associated
with the one or more values assigned.